

CLAIMS

5 1. - Device for control of interactive game, which manages the interaction between the users and the game attractions, by means of a network of at least one ring which comprises at least one server element (6), at least one switch element (7), at least two cell or level control computers, at least two enigma control computers (sensory tests and tests of ingenuity) and one electronic storage console for each player, the purpose of which is to communicate, identify and locate the users for the control device of the game.

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2. - Device for control of interactive game, according to claim 1, which comprises control elements governed by microprocessor located in the cell control computers (8), in the enigma control computers (10), on doors, in rooms and passing places, and which direct the actions of the users for the sensory tests and the tests of skill.

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3. - Device for control of interactive game, according to claim 2, which comprises multiple control elements governed by microprocessor, also constituted by a data storage memory, by a connector for network connection, a power supply, a radio-frequency transmitter/receiver and, optionally, an actuation relay and/or a radio-frequency reader /identifier; and which are governed by the control device by means of the ring network or by radio-frequency.

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4. - Device for control of interactive game, according to claim 1, which comprises dual ring network, a cluster of two servers (6), two switches (7), as many cell control PCs (1 - 5) as there are levels in the game and which are connected to the network with two network cards each, and as many enigma control PCs (1' - 51') as there are enigmas in the game, with two network cards each.

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5. . Device for control of interactive game, according to claim 1, which comprises an electronic storage console (12, 13) for each player, constituted by a microprocessor, a data storage memory, a display viewer of the information, a chronometer (real time clock), radio-frequency transmitter, radio-frequency receiver,

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acoustic warning beeper, RF/ID transponder, MP3 message player, MMC (multimedia card), headphone for a single ear and rechargeable batteries.

5 6. - Device for control of interactive game according to claim 5, which comprises an electronic storage console (12, 13) which comes in bracelet form, wherein the score is accumulated obtained by the user in the sensory tests (enigmas) and in the tests of skill (challenges).

7. . Device for control of interactive game which comprises a system
10 for projection of images in three dimensions governed by a computer connected to
the data network, in which the projected image has a holographic appearance, and
which by means of the sound system creates the impression that the 3D image is
formulating a question to the user (ingenuity enigma in 3D).

15 8. . Method for control of interactive game which provides backup by redundancy to the cluster of servers, which is characterised in that the cluster of servers replicates its information of the game in the enigma control and cell control computers, so that if the servers fail any one of the enigma or cell computers can take the role of server.

9. . Method for control of interactive game that provides backup by redundancy to the cell control computers which is characterised in that a cell control computer can be replaced by another cell control computer in the event of failure, and in the event of all the cell control computers failing, they are replaced by the server element.